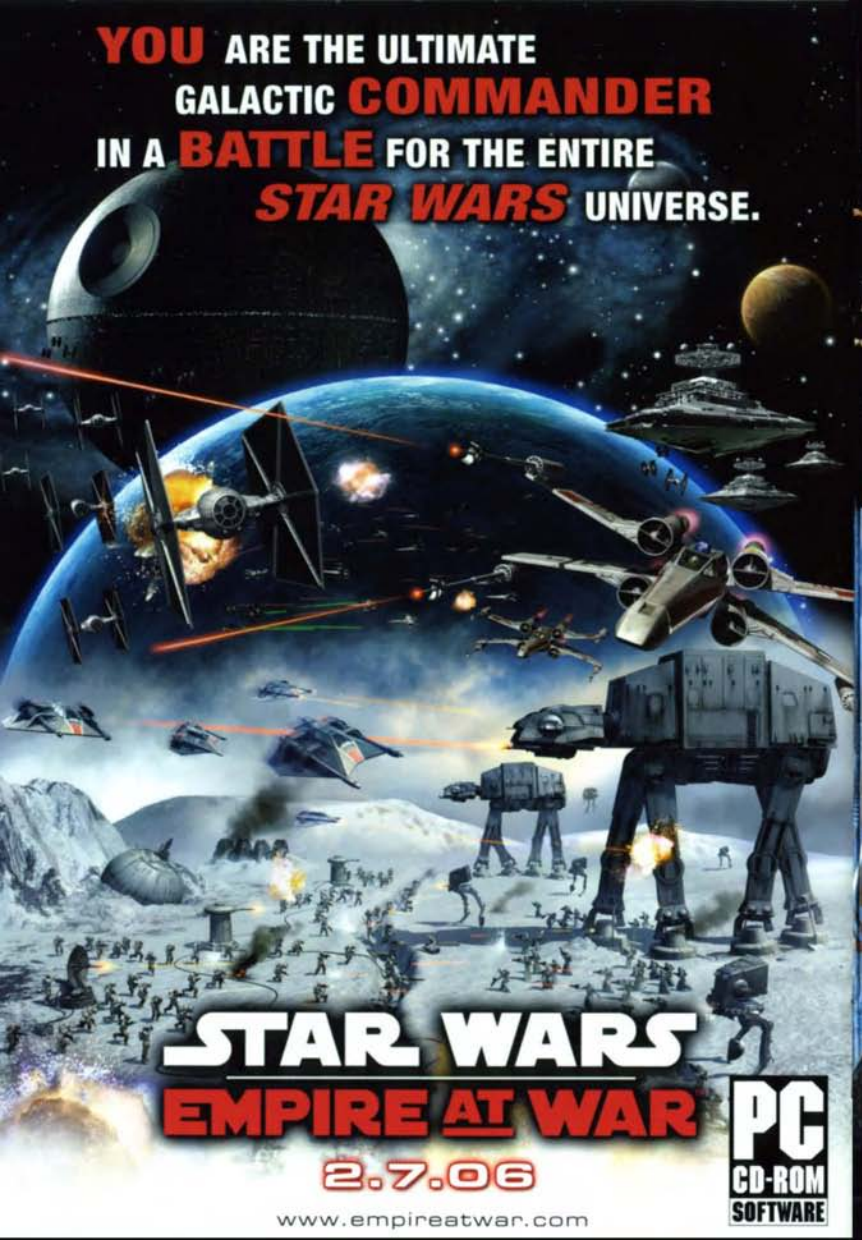
YOU ARE THE ULTIMATE GALACTIC COMMANDER IN A BATTLE FOR THE ENTIRE STAR WARS UNIVERSE.



STAR WARS
EMPIRE AT WAR
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PC CD-ROM SOFTWARE

STAR WARS
BATTLEFRONT II

SEQUEL TO THE BEST-SELLING STAR WARS GAME OF ALL TIME!

LUCASARTS

WARNING: PLEASE READ BEFORE INSTALLING OR USING THE SOFTWARE

PHOTOSENSITIVE SEIZURES

A very small percentage of people may possibly experience a seizure when exposed to certain light patterns, flashing lights or other visual images that appear in computer software games. If you, or anyone in your family, have an epileptic condition, consult your physician before installing or using the software. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can possibly cause a seizure while viewing a computer software game. Reported seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, nausea, headaches, jerking or shaking of arms and legs, disorientation, confusion, or any involuntary movement or convulsions.

If you experience any of these symptoms, IMMEDIATELY STOP PLAYING AND CONSULT A DOCTOR. Parents or guardians should watch for or ask their children if they are having any of the above symptoms – children and teenagers are reportedly more likely than adults to experience seizures from viewing computer software games.

INTERNET CONNECTION AND SYSTEM REQUIREMENTS FOR ONLINE PLAY NOTICE: You will need to obtain an Internet connection (through a computer meeting the minimum system requirements) in order to play this game online. If you do not use an Internet connection, you cannot play the game online. Such Internet connection may require you to pay a separate fee.

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INSTALLATION

To Install ***Star Wars* Battlefront™ II**, insert the CD into your CD/DVD-ROM drive. If you have Autorun enabled, the game's Launcher will appear. Click the Install button to install the game onto your computer. If your computer does not have Autorun enabled, open My Computer from your Windows desktop and double-click on the CD/DVD-ROM drive showing the ***Star Wars* Battlefront II** icon. Double-click on the program icon top start installing the program. Once started, a series of onscreen instructions will guide you through the rest of the installation procedure. If you experience problems with the installation, click Help on the game's launcher screen, and then click View Troubleshooting Guide. NOTE: We recommend turning off all background applications and virus scanners before beginning installation.

Some of the information in this manual may have changed prior to the game's release. If any information you are looking for does not appear correct, please refer to the ReadMe file by accessing it through the launcher.

CONTROLS

INFANTRY / JEDI

Left Mouse Button	Primary Attack
Right Mouse Button / R-Alt	Secondary Attack
Space Bar	Jump (tap twice for Jet Pack or Force Jump)
CTRL/C	Crouch
Z / Mouse Button 3	Zoom
Q / Mouse Button 4	View
R / Enter	Reload (not applicable for Jedi)
E / Num 0	Enter/Exit
F1	Squad: Follow Me (not applicable for Jedi)
F2	Squad: Move Out (not applicable for Jedi)
F3	Squad: At Ease (not applicable for Jedi)
F4	Target Lock
F / Mouse Wheel	Cycle Primary Weapon
G	Cycle Secondary Weapon
T	Chat
Y	Team Chat
Mouse X Axis	Look Left/Right
Mouse Y Axis	Look Up/Down
W ↑	Forward
S ↓	Backwards
A ←	Strafe Left
D →	Strafe Right
Shift	Sprint
TAB	Player List
M	Map

CONTROLS

VEHICLE

Left Mouse Button	Primary Attack
Right Mouse Button / R-Alt	Secondary Attack
Z / Mouse Button 3	Zoom
Q / Mouse Button 4	View
E/Num 0	Enter / Exit
F1	Squad: Get Out
F2	Squad: Get In
F4	Target Lock
F / Mouse Wheel	Cycle Seat Position
T	Chat
Y	Team Chat
Mouse X Axis	Turn Left/Right
Mouse Y Axis	Look Up/Down
W ⬆	Throttle Forward
S ⬇	Throttle Reverse
A ⬅	Strafe Left
D ➡	Strafe Right
Shift	Boost
Tab	Player List
M	Map

STARFIGHTER

Left Mouse Button	Primary Attack
Right Mouse Button / R Alt	Secondary Attack
Space Bar	Take Off/Land
Z / Mouse Button 3	Zoom
Q Mouse Button 4	View
E / Num 0	Enter / Exit
F1	Squad: Get Out
F2	Squad: Get In
F4	Target Lock
F / Mouse Wheel	Cycle Position Seat
T	Chat
Y	Team Chat
Mouse X Axis	Turn Left/Right
Mouse Y Axis	Pitch Up/Down
W ⬆	Throttle
S ⬇	Brake
Shift	Boost
C / R-Ctrl	Trick
Tab	Players List
M	Map

INTRODUCTION

Get ready for the Rise of the Empire. Wage an epic conquest across the galaxy. Take control of powerful Jedi and legendary heroes while wading into the mayhem. Fight through the cold reaches of space amongst swarms of starfighters. March across war-scarred battlefields from ***Star Wars™*** **Episode III: *Revenge of the Sith™***. More intense combat. Bigger battles. More unit classes and vehicles. New weaponry and abilities. Welcome to ***Star Wars*** **Battlefront II.**

CREATING A PROFILE

When first starting the game, you must create a profile. The profiles are used to save Single player games and to save option settings.

DIFFICULTY MODES

NORMAL: Auto Target, Aim Assist and Sticky default to ON.
ELITE: Auto Target, Aim Assist and Sticky Reticle to OFF.
The enemy is more aggressive and accurate.

WAGING WAR

Star Wars **Battlefront II** offers epic action on a galactic scale through multiple game types. There are many ways to conquer the opposition. Before stepping onto the battlefield, each player selects a class with unique abilities. In deep space or on the planet's surface, players work to advance and gain territory, taking out enemies and capturing their Command Posts. Missions also have key objectives that must be completed in order to achieve victory.

MAIN MENU

OPTIONS

GAME OPTIONS

Viewpoint
Allows you to choose between first or third person viewpoint when playing as infantry.

Friendly Fire
Turn this ON or OFF to determine whether units on the same team can damage each other.

Auto Target
When this is set to ON, the player will track an enemy automatically whenever he is hit with a weapon.

Tool Tips
This option allows you to toggle the in game tips to AUTO (tool tips display only once), ON, or OFF.

Reset Tool Tips
Select this to make all tool tips display again.

Always Show Objective Details
This toggles the appearance of Mission Objective text ON or OFF.

Movie Subtitles
Use this option to turn subtitles ON or OFF during movie sequences.

MAIN MENU

VIDEO OPTIONS
In this menu there are many options that you can use to customize your graphics. Click the Auto Detect button to use the settings recommended for your system and video card. You can disable or reduce some of the video options to improve the game's performance.

AUDIO OPTIONS
Here you can adjust the sound effects, music, and speech volumes in the game. You can also select your sound output mode and configure advanced features such as hardware mixing and EAX.

CONTROLS
Here you can completely customize the keys, invert the Y-axis for aiming, and adjust the sensitivity. You can create separate control schemes for Infantry, Vehicle, Starfighter, Jedi, and Turret configurations.

ONLINE OPTIONS
GameSpy Automatic Login
Toggle whether or not the game attempts to log in to GameSpy each time you begin an internet game.

Hosting Bandwidth
Allows you to select the appropriate bandwidth when hosting a game. If you are unsure of your bandwidth, contact your Internet Service Provider.

Search all Regions
Choose whether or not to search all regions for availalable matches.

Display Network Performance Icon
Toggles the appearance of an icon on screen that shows the relative network performance.

CREDITS
See the names of the many people who worked hard to make this game.

GAME SCREEN

1 Target Information: The name of your currently highlighted target will appear along with a health bar. Friendly targets appear blue, enemies appear red, and mission objectives and native factions will appear yellow.

2 Target Reticle: When the reticle is over a friendly unit it will turn Blue; if it is pointed at an enemy it will turn Red. Tick marks around the interior of the reticle indicate the ammo remaining in your current clip. Some weapons generate heat, which will appear as a circular bar within the reticle. If a weapon overheats you must wait until it cools to fire again. Reload/Recharge time is indicated by five dots at the bottom, or around the edges of the reticle.

3 Objective Indicator: Indicates the next objective in order to complete the mission.

4 Primary Weapon/Ammo: The icon on the left shows the weapon equipped. Scrolling using either the G key or the mouse wheel, you can scroll through your primary and secondary weapons. The numbers represent the total amount of ammo remaining.

5 Secondary Weapon/Ammo: The icon on the left shows the weapon equipped. Scrolling using the Directional Buttons you can scroll through your primary and secondary weapons. The numbers represent the total amount of ammo remaining.

6 Health: Represents how much damage you can take before you become another statistic in the Galactic Database.

7 Power Meter: This bar is depleted by sprinting, rolling, or jumping and recharges over time. Vehicles can use this power for speed boosts and evasive maneuvers. Jedi Force Powers also draw from this bar.

8 Reinforcement Meter: The numbers represent the reinforcements remaining for each faction. The player's faction appears Blue and the enemy is Red. For more information, see Reinforcements, page 13. During Capture the Flag games, this meter is replaced by a score keeper.

9 Mini-Map: See page 11 for information.

Vehicle Position Indicator: In vehicles with multiple positions, your position will be indicated by a yellow triangle. Allies in the vehicle will appear as purple octagons.

PAUSE SCREEN

Press the ESC key to pause the game. Here you can access the following options:

RESUME GAME

Returns you to the battlefield.

OPTIONS

Allows access to most of the options available from the Main Menu.

RESPAWN

Choosing this option will kill your current character, costing your team one reinforcement. You will then be able to respawn at any friendly Command Post.

RESTART MISSION

Starts the mission from the beginning.

QUIT

Return to the Main Menu.

EXIT TO WINDOWS

Exit the game and return to Windows.

MAP

This displays your location relative to the environment. The white triangle designates your position and facing direction, while blue triangles indicate friendly units and red triangles indicate enemies. Yellow triangles represent native species, which may or may not be hostile depending on your faction. The triangles representing units will flash if they're taking damage. Command Posts appear as ringed dots, colored blue for friendly, red for enemy, and white for neutral. Objects that can be used as cover appear light grey. Turrets appear as white dots with a line indicating facing. Unoccupied vehicles appear as white silhouettes; occupied vehicles are silhouettes of the appropriate color.

The map spins to orient its position relative to the direction that the player is facing when in the default mode. There will always be a white triangle just beyond the edge of the map indicating north. When the map is enlarged (by pressing the M key), it remains static regardless of the player's facing.

Command Posts and Objectives are always displayed even if they are beyond the radius of the map. They will appear at the edge of the map indicating the direction the player will need to travel to get to them.

By pressing the M key, the map will expand to full screen to show the entire battlefield and all Command Posts. This will also display your mission objectives. Pressing the M key again will restore the map to its default position.

COMMAND POSTS

Each battlefield contains tactical positions in key locations across the map known as Command Posts, which are vital because:

- Reinforcements are deployed at them. Whenever a player dies, any friendly Command Post is available to deploy at. If a team has no command posts under its control, it cannot deploy reinforcements until a Command Post is recaptured.
- If a team controls the majority of the Command Posts on a map, the opposing team will begin losing reinforcements automatically. If a team controls all of the Command Posts on a map, a victory timer will start counting down.
- Units can change their class at any friendly Command Post, allowing adaptability to battle conditions. Press the E key when near a friendly Command Post to change classes. There is a small penalty for switching classes: your ammo will not be completely replenished.

COMMAND POST OWNERSHIP

To capture an enemy or neutral Command Post, you must stand within its capture radius. An icon will appear on screen if you are close enough. If there are no enemy units nearby, the capture icon will slowly change color from red to white to blue. When the capture icon is completely blue, the Command Post will now belong to your team.

The rate of capture increases if additional friendly units are nearby. If enemy units approach, the capture icon will alternate between blue and red until one side is driven off. You cannot capture a Command Post while in a vehicle.

Some Command Posts are permanently owned and cannot be captured by the opposing team. Some of these can be destroyed. Only human players can repair these destructible Command Posts. Destructible Command Posts appear on the map as diamonds instead of dots.

Certain vehicles, such as the Imperial AT-AT, are Mobile Command Posts. Mobile Command Posts cannot be captured, but can be destroyed, in which case they will reappear after a set amount of time.

In other game modes like CTF, and Assault, there are Command Posts that allow switching out of character classes but are not capturable. These are indicated by two arrows circling themselves. They will still be colored appropriately so only friendly team members can switch out classes.

REINFORCEMENTS

Reinforcement Points represent the number of reinforcements that each team can field. They are displayed in the reinforcement meter near the mini-map. The blue and red numbers represent friendly and enemy reinforcements respectively.

Units can continue to join the game as long as two conditions are met: there are Reinforcement Points remaining, and at least one Command Post is owned.

When a unit dies, it takes one point off its team's reinforcement total. Any number of units can still deploy as long as one reinforcement point remains. However, if the Reinforcement Points reach zero, the team loses. During some campaign missions, one or both teams will have infinite reinforcements.

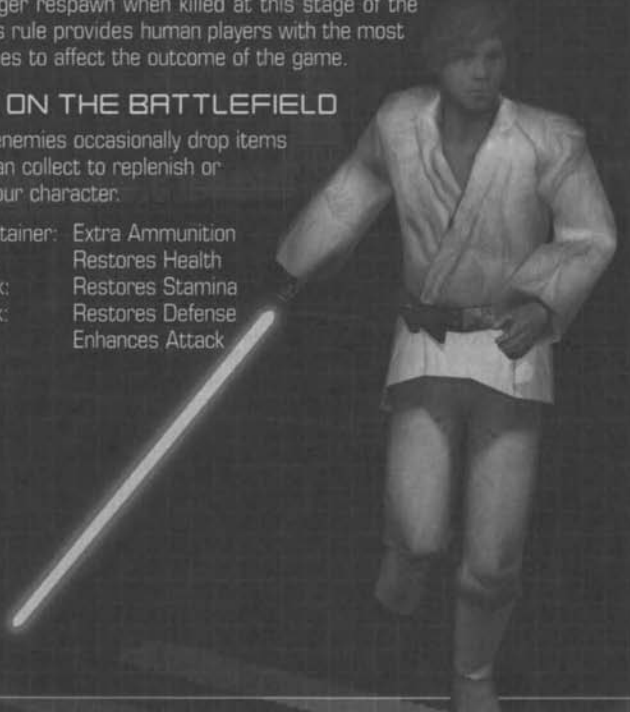
For Singleplayer games, you can deploy immediately after dying. In multiplayer games, a reinforcement timer is set for the map. Each time the timer counts down, reinforcements are deployed for both sides.

When the number of reinforcements matches the number of units on the field, that team will no longer lose reinforcements automatically. This is true even if that team has two or fewer Command Posts controlled. This is done to make sure that victory is earned by defeating all enemy units in combat or by capturing and holding all Command Posts on a map. In addition, AI units will no longer respawn when killed at this stage of the game. This rule provides human players with the most opportunities to affect the outcome of the game.

ITEMS ON THE BATTLEFIELD

Defeated enemies occasionally drop items that you can collect to replenish or enhance your character.

White Container:	Extra Ammunition
Blue Tank:	Restores Health
Yellow Tank:	Restores Stamina
Green Tank:	Restores Defense
Red Tank:	Enhances Attack



REBEL ALLIANCE

REBEL SOLDIER
The Rebel soldier is effective against infantry, especially when they employ squad-based tactics.
Equipment: blaster rifle, blaster pistol, and thermal detonators.

REBEL VANGUARD
Vanguards are called upon to punch holes in an Imperial vehicle brigade. The heavy weapons they carry provide the means to take down menacing enemy air and ground vehicles.
Equipment: rocket launcher, blaster pistol, thermal detonators, and mines.

REBEL MARKSMAN
Rebel marksmen have the specialized task of finding and eliminating targets from a safe location. Their auto-turret dispenser are capable of deadly self-destruction near enemy positions.
Equipment: sniper rifle, blaster pistol, thermal detonators, and auto turret dispenser.

REBEL SMUGGLER
Whenever there is a need to slip past an Imperial fleet undetected, just look for a smuggler. For a fee, the smuggler is willing to take the risk of running contraband right under the Emperor's nose. The smuggler can also repair items as well as slice enemies out of vehicles using his fusion cutter. In addition to this, he can also destroy enemy mines quickly and is invisible to enemy mines.
Equipment: shotgun, fusion cutter, detpack, and health/ammo dispenser.

BOTHAN SPY
The cunning Bothans are known throughout the galaxy for their spying capabilities. On the battlefield they sneak behind enemy lines, causing chaos and wreaking havoc, and then fade into the environment. The Bothan Spy also has the unique ability to regenerate health.
Equipment: incinerator, stealth, regeneration, and timebomb.

WOOKIEE WARRIOR
The Wookiees joined the Rebel Alliance after the Empire invaded their home planet, Kashyyyk, and enslaved their people. Wookiees fight with unmatched ferocity and loyally support troops with health and ammo.
Equipment: bowcaster, grenade launcher, thermal detonators, and remote droid.

REBEL PILOT (Space Only)
Rebel pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also carry a powerful timebomb.
Equipment: commando pistol, fusion cutter, and timebomb.

REBEL MARINE (Space Only)
Rebel Marines provide the last line of defense on capital ships, repelling enemy attacks with heavy ordnance.
Equipment: blaster rifle, rocket launcher, and thermal detonator.

GALACTIC EMPIRE

STORMTROOPER
The iron will of the Emperor is personified in the stark white armor of the feared stormtrooper. They are highly disciplined and fanatically loyal to the Emperor, making them an excellent front line assault force.
Equipment: blaster rifle, blaster pistol, thermal detonators.

SHOCK TROOPER
The shock trooper offers powerful support to the blaster-based troops by carrying a small portable missile launcher. This weapon fires explosive charges that are highly effective against vehicles or tight formations of infantry.
Equipment: rocket launcher, blaster pistol, thermal detonators, and mines.

SCOUT TROOPER
Scout troopers use concealment, probe droids and patience to target faraway enemies and eliminate them with their high-powered sniper rifles. Their auto-turret dispenser can self-destruct in a mighty blast, decimating enemy forces. Equipment: sniper rifle, blaster pistol, thermal detonators, and auto turret dispenser.

IMPERIAL ENGINEER
The Empire's engineers focus on repairing friendly equipment and establishing defenses, while working to demolish the emplacements of the Rebellion.
Equipment: blast cannon, fusion cutter, detpack, and health/ammo dispenser.

IMPERIAL OFFICER
These Imperial tacticians support the troops in the field with a mortar launcher capable of leveling rebel resistance. The officer's unique training allows for increased weapon damage. Officers also carry extra health and ammo supplies into battle.
Equipment: mortar launcher rage,, Geonosian sonic gun, and remote droid.

DARK TROOPER
Dark troopers use their jetpacks to "jump" to their targets (tap the SPACE bar to jump, then tap again to engage the jump pack). Once in position, their charged arc caster can scorch groups of enemies.
Equipment: arc caster, commando pistol, and thermal detonators.

IMPERIAL PILOT (Space Only)
Imperial pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also serve as capital ship saboteurs.
Equipment: commando pistol, fusion cutter, and timebomb.

IMPERIAL MARINE (Space Only)
The Empire's Star Destroyers are fortified with these fearless troopers who repel any invading forces.
Equipment: blaster rifle, rocket launcher, and thermal detonator.

UNITS

REPUBLIC

CLONE TROOPER
Genetically designed for superior fighting capability, clone troopers are best at fighting other infantry units toe-to-toe.
Equipment: blaster rifle, blaster pistol, and thermal detonators.

HEAVY TROOPER
The Advanced Recon Commando specializes in anti-vehicular combat. These units carry a powerful rocket launcher, but its effectiveness against infantry is limited.
Equipment: rocket launcher, blaster pistol, thermal detonators, and mines.

CLONE SHARPSHOOTER
The sharpshooter is a long-range threat to infantry with the sniper rifle, and uses the auto-turret dispenser to engage a destructive self-detonation.
Equipment: sniper rifle, blaster pistol, thermal detonators, and auto turret dispenser.

CLONE ENGINEER
The Republic's engineers support the army by repairing friendly equipment and establishing defenses, and when the need arises, they demolish CIS emplacements with their detpacks.
Equipment: shotgun, fusion cutter, detpack, and health/ammo dispenser.

CLONE COMMANDER
The commanders are specially designed to lead the clone troops into battle. They can temporarily empower nearby ranks with confidence.
Equipment: chaingun, blaster pistol, rally, and remote droid.

JET TROOPER
This highly mobile trooper has a jet pack that allows brief but rapid bursts of flight (tap the SPACE bar to jump, then tap again a short flight). He is a master at ambushes and disruption with his EMP launcher.
Equipment: EMP launcher, commando pistol, and thermal detonators.

CLONE PILOT (Space Only)
These troops have the unique ability to automatically repair any vehicle they occupy. They can also repair vehicles, droids, and turrets on the field with their fusion cutters, as well as set up powerful timed explosives.
Equipment: commando pistol, fusion cutter, and timebomb.

CLONE MARINE (Space Only)
The clone marines are similar to standard clone troopers, but carry a rocket launcher for versatility against different targets.
Equipment: blaster rifle, rocket launcher, and thermal detonators.

CIS

SUPER BATTLE DROID
After the debacle at the Battle of Naboo, the Trade Federation ordered a stronger, more independent battle droid, officially designated the B2. Resembling hulking, reinforced battle droids, super battle droids are far superior to their skeletal-looking counterparts.
Equipment: wrist blaster, tri shot, and wrist rocket.

ASSAULT DROID
Under the control of the Separatists, assault droids serve as a cheap yet effective solution to the fast-moving threat of Republic vehicles. Essentially mobile missile launchers, these droids allow the Separatists to handle tough situations.
Equipment: rocket launcher, blaster pistol, thermal detonators, and mines.

ASSASSIN DROID
Assassin droids are specifically programmed and designed with advanced targeting capabilities that allow them to take down targets at extreme range. Their auto-turret dispenser feature powerful self-detonators that can be used against Republic forces.
Equipment: sniper rifle, blaster pistol, thermal detonators, and auto turret dispenser.

ENGINEER DROID
These droids support the army by repairing CIS equipment, as well as performing demolitions on Republic emplacements with their detpacks.
Equipment: shotgun, fusion cutter, detpack, and health/ammo dispenser.

MAGNAGUARD
These enhanced droids serve to protect important figures in the CIS army, such as General Grievous. Their deadly neuro poison can cripple any enemies in a radius around them.
Equipment: bulldog RLR, radiation launcher, neuro poison, and remote droid.

DROIDEKA (DESTROYER DROID)
Even feared by Jedi Knights, the crablike droideka is equipped with a personal shield and two powerful repeating blasters instead of arms. The droideka transforms into a wheel in order to cruise rapidly around the battlefield.
Equipment: repeating blasters and shield emitter.

PILOT DROID (Space Only)
Pilot droids automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets.They also carry deadly explosives for disabling enemy ships.
Equipment: commando pistol, fusion cutter, and timebomb.

DROID MARINE (Space Only)
The droid marine is an all-purpose fighting machine designed to drive back enemy boarding parties.
Equipment: blaster rifle, rocket launcher, and thermal detonator.

HEROES

Throughout the game, players will have the opportunity to play as the incredibly powerful hero characters. When certain conditions have been met, a prompt will appear on-screen indicating to the player that a hero is now available. The player will have a limited amount of time to take advantage of the hero, as indicated by the glowing Hero Bar. Taking damage will reduce the time remaining on the hero bar, but defeating enemies will increase it. A skillful player will be able to prolong their time with these unique classes. Each hero has an array of unique powers and abilities that can be used to dominate the battlefield. When a hero is defeated, it will leave the battlefield, and may respawn later in the match.

VEHICLES

There are several distinct classes of vehicles that can be piloted, ranging from fast speeder bikes to fearsome AT-AT walkers. Because there are no vehicle repair droids on the map, your engineers become a vital part of the battle.

SCOUT VEHICLES

This type of ground vehicle is fast and light. They can zip across the battlefield at great speed and are not meant for heavy combat. They are armed and armored, but only lightly to give some minimal protection. This type includes the 74-Z speeder bike, Tauntaun, and the STAP.

MEDIUM ASSAULT VEHICLES

These vehicles have heavier weapons and armor, and are slower than the Scout craft, but they pack more power and durability. This type includes the Rebel combat landspeeder, TX-130S fighter tank, AAT, and the Armored Tank Droid.

HEAVY ASSAULT VEHICLES

These vehicles are even more heavily armed and armored, and are used at the front of most assaults. This type includes the Spider Droid and AT-ST.

HEAVY ASSAULT TRANSPORT

These lumbering behemoths can unload devastating amounts of firepower on a target, as well as serving as mobile Command Posts. This type includes the AT-TE, and the AT-AT.

MULTI-PURPOSE STARFIGHTERS

These craft are well-rounded and versatile, making them handy in a dogfight or a strafing run. They have forward firing blasters and a complement of missiles. Starfighters can use a limited boost to increase their speed (press and hold the Shift key). Also, they can perform evasive maneuvers. To perform a barrel roll, press the C key or Right Ctrl key and then move the Mouse in the direction you want to roll. To perform a loop, double-tap the C key before moving the mouse. This type includes the ARC-170, droid starfighter, X-wing, and TIE fighter.

SCOUT FIGHTERS

Nimble and lightning fast. They are devastating in dogfights, but don't carry the heavy ordnance or armor to survive attacking a Capital Ship. These ships include the Republic Starfighter, Droid Tri-fighter, A-wing, and TIE interceptor.

BOMBERS

These ships are not as fast as the starfighter class, but they carry powerful ordnance and armor for assaulting capital ship emplacements. Many of these vehicles feature more than one position, allowing multiple units to team up and take full advantage of their firepower. This type includes the V-wing, CIS Strike Bomber, Y-wing, and TIE bomber.

ATTACK TRANSPORT FLYERS

This type acts as attack craft and troop transports in battle. Like the Heavy Assault Transports, these ships will act as spawn points for your team when they are on the ground. This type includes the Republic Gunship, CIS gunship, and Imperial Lander.

SINGLE PLAYER

TRAINING

There are two missions that teach you the general mechanics of gameplay. They include all the types of objectives that you will encounter in the campaign, both on the ground and in space.

RISE OF THE EMPIRE

This mode follows the storyline of the Empire's rise to power.

GALACTIC CONQUEST

In this mode the player uses strategy to take control of planets and dominate the Galaxy. First you choose a map configuration based on the conflicts from both eras of *Star Wars* history. There are four galactic configurations, one for each of the four factions. You will begin each campaign with two base planets and one fleet. To win, you must conquer each of the enemy's bases and defeat their fleets.The game ends if all your bases and fleets are lost.

The game is played in turns, with the player starting first. Each turn is divided into three phases:

ACQUISITION

During the first phase you can spend the credits that you have earned through victory in battle to construct new fleets, recruit new unit classes, or purchase bonuses. Additional fleets can be constructed at an open friendly base planet. When you begin the campaign, only the basic soldier class will be available to your team. New units can be recruited during any turn and will permanently join your forces. You can also purchase up to three bonuses at any time. A Bonus can be used before a battle to enhance your forces, or to cripple the enemy's.

MOVEMENT/COMBAT

After making purchases you will select a fleet and move it, or choose to end your turn. If you move your fleet into empty space, or onto a friendly base, your turn will end. If you move your fleet into a space occupied by an enemy fleet, or an enemy base, you will engage the enemy in combat. Fleet to fleet combat will occur in space, assaults on an enemy base will occur on the planetary map. Before attacking the enemy, you will have the option to select a battle mode, and then play a bonus card (if any are available). Battle ends when either fleet is destroyed, or the planet is captured.

SUMMARY

At the end of a turn there is a summary screen displaying the status of the entire galaxy, including how many planets you control and how many fleets you've deployed. This is useful for planning your next turn. Once your turn is complete, the enemy will proceed through the same three phases, completing the round.

INSTANT ACTION

This mode allows you to jump right into a battle of your choice. There are multiple instant action game types available in ***Star Wars* Battlefront II**, and each can be customized in the game options before launching.

CONQUEST

In conquest mode, victory is achieved by capturing all Command Posts on the battlefield, or by defeating all opposing reinforcements. This is the classic ***Star Wars* Battlefront** mode.

1-FLAG CTF

Players score points by returning the flag to the enemy base. Victory is achieved when a predetermined score is met.

2-FLAG CTF

This is different than 1-Flag mode. You capture the enemy flag and return it to the friendly base to score.

HUNT

In this mode, the hunting team attempts to eliminate the entire hunted team within the time limit. If the hunted team survives until the end of the match, they will be victorious.

ASSAULT

Victory is secured by scoring points; points are scored by destroying enemy units and objects.

SAVING AND LOADING

The game will automatically give you the option to save your game when completing a mission in the Rise of the Empire or upon completing a turn in Campaign mode. In campaign mode you will also have the option to Save and Load from the pause menu during your turn. You will also be prompted to save your game whenever you alter any options, in which case the data will be saved to your profile.

MULTIPLAYER

This mode allows you to compete against other players on a LAN (Local Area Network) or over the Internet.

When selecting the multiplayer option, you will first need to select a network connection. Once you choose your connection, you can then choose from two different ways to connect to a multiplayer game. If you have a firewall active and are having difficulty connecting, please visit www.gamespy.com for information.

NOTE: If you choose to host a multiplayer game yourself, you will have a choice of dedicated or non-dedicated mode. Hosting in dedicated mode means that your PC will be able to provide a more stable multiplayer environment, however you cannot use it to play in the game it is hosting. Hosting in non-dedicated mode allows you to play while hosting, but the game may not perform as well. Performance and stability are also affected by bandwidth and the number of AI characters in a game. It is recommended that you reduce the number of players and AI characters if you are not running in dedicated mode and/or do not have high bandwidth.

INTERNET

Select this option if you wish to connect with other players across the internet. You will have the option to login to the GameSpy matchmaking service

where your statistics will be tracked and posted to a leaderboard. You will be able to narrow your game search based on Max. Players, Max. Ping, Map, Era, Server Type, and Game Name.

LAN

Select this option if you want to connect to a game on your Local Area Network. The game will take a few moments to bring up the list of available multiplayer games. This should take no longer than 30 seconds. Check to make sure there are no connection problems if it takes longer.

SERVER LIST

In the game list there are several categories to describe each game:
FAV: Indicates favorite servers in the Internet lobby.
GAME NAME: Shows the name of the game, as set by the host.
IN/MAX: Shows the number of players currently in the game, and the total possible players.
MAP: Indicates the map currently being played on the server.
PING: Displays the quality of your connection to the server

SERVER NOTE: Dedicated servers will run better than non-dedicated. Lower ping results in faster response times between a player's actions and when they occur in game. If a server is password locked, a padlock icon will appear next to the ping indicator.

When highlighting a particular game, the game options set by the host will be displayed in the Game Info window below the game list.

CREATE

This option allows you to host a game yourself. First enter any name for the game (the default is your profile name), then choose the map(s), and finally set the Game and Host Options.

GAME OPTIONS

AI UNITS PER TEAM: Allows you to set the number of AI-controlled units fighting for each team.
AI DIFFICULTY LEVEL: Select between normal and elite to change the effectiveness of AI units.
CON REINFORCEMENTS: Set the percentage of Conquest Reinforcements available.
CTF SCORE: Set the score target for Capture the Flag games.
HEROES: Toggles the inclusion of heroes for each team. You can choose which conditions will make the hero available, and how often heroes will respawn.

HOST OPTIONS

DEDICATED SERVER: Toggles running dedicated/non-dedicated mode.
MAX PLAYERS: Allows you to set the maximum number of players allowed in the game.
WARM-UP: Select the duration of the warm-up mode before each battle.
VOTING THRESHOLD: This option allows the host to determine the number of votes necessary to boot a player from the game.
TEAM DAMAGE: Toggle the ability for players to cause damage to teammates.
AIM ASSIST: Toggles assisted aiming for all players.
SHOW PLAYER NAMES: Toggles the display of player names over their characters in game.
TEAMS: This can be toggled between Auto Assign, which automatically evenly distributes players between the two teams as they join the game, or Player Select, which allows players to choose their team when they join.
MIN PLAYERS TO START: Sets the minimum number of players that need to join before the game begins. The AI units will not begin fighting until this number has been reached.
PUBLIC GAME: Toggle the game between public and private mode.

GAMESPY

GameSpy is an Internet matchmaking system which allows you to find games on the Internet. When selecting this option you will be asked to login to GameSpy or create a new GameSpy ID profile. It is not necessary to use a profile but doing so allows score tracking. To create a profile you must create a GameSpy nickname (the default is your ***Star Wars*** **Battlefront II** profile name), designate a valid e-mail address (which will be used to send you your password if you forget it), and choose a password. You can also set this screen to remember some or all of this information for logging in quickly. Once you log in you will be presented with the same options as in LAN mode.

MEDALS AND AWARDS

Certain accomplishments are tracked in the game. If a player accomplishes certain goals within the course of one life (such as 6 headshots with a sniper rifle), he will earn a medal.

By accumulating Medals players begin to unlock the different levels of an award. Everyone starts out as Green (level 0). After gaining a Medal 4 times in one category the player will advance to Veteran (Level 1) Status. Once the player has attained a Veteran status in any one of the Medal categories then the Award becomes available. If the Award is gained, the Award will stay with that player for one life. In addition, while the Bonus is active the award cannot be accrued again. Heroes will not be eligible for these Bonuses as the Hero himself is enough of an award.The Private, Sergeant, Captain and General rankings reflect the general total of Medals the player has accumulated in his lifetime.

In Single Player games, these Awards will be tracked over the career and anything unlocked will be available in all modes.

In Multiplayer games, the Server Host will have the choice of activating or deactivating Awards in their game session. However, at that point they will be equally available to all players.

Gunslinger	Precision Pistol	6 Kills with Pistol
Frenzy	Elite Assault Rifle	12 Kills with Blaster Rifle
Demolition	Guidable Rockets	4 Critical Hits vs. Vehicles
Technician	Vehicle Regen	Slice into a Vehicle
Marksman	Particle Beam Rifle	6 Headshots with Sniper Rifle
Regulator	Flechette Shotgun	8 Kills with Shotgun
Endurance	Energy Recuperation	8 Points
Guardian	Shielding	16 Points
War Hero	Damage Increase	24 Points
Private	Lead 1 Man	0 Medals total
Sergeant	Lead 2 Men	20 Medals total
Captain	Lead 3 Men	100 Medals total
General	Lead 4 Men	300 Medals total

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Luci Wolfe, will you marry me?

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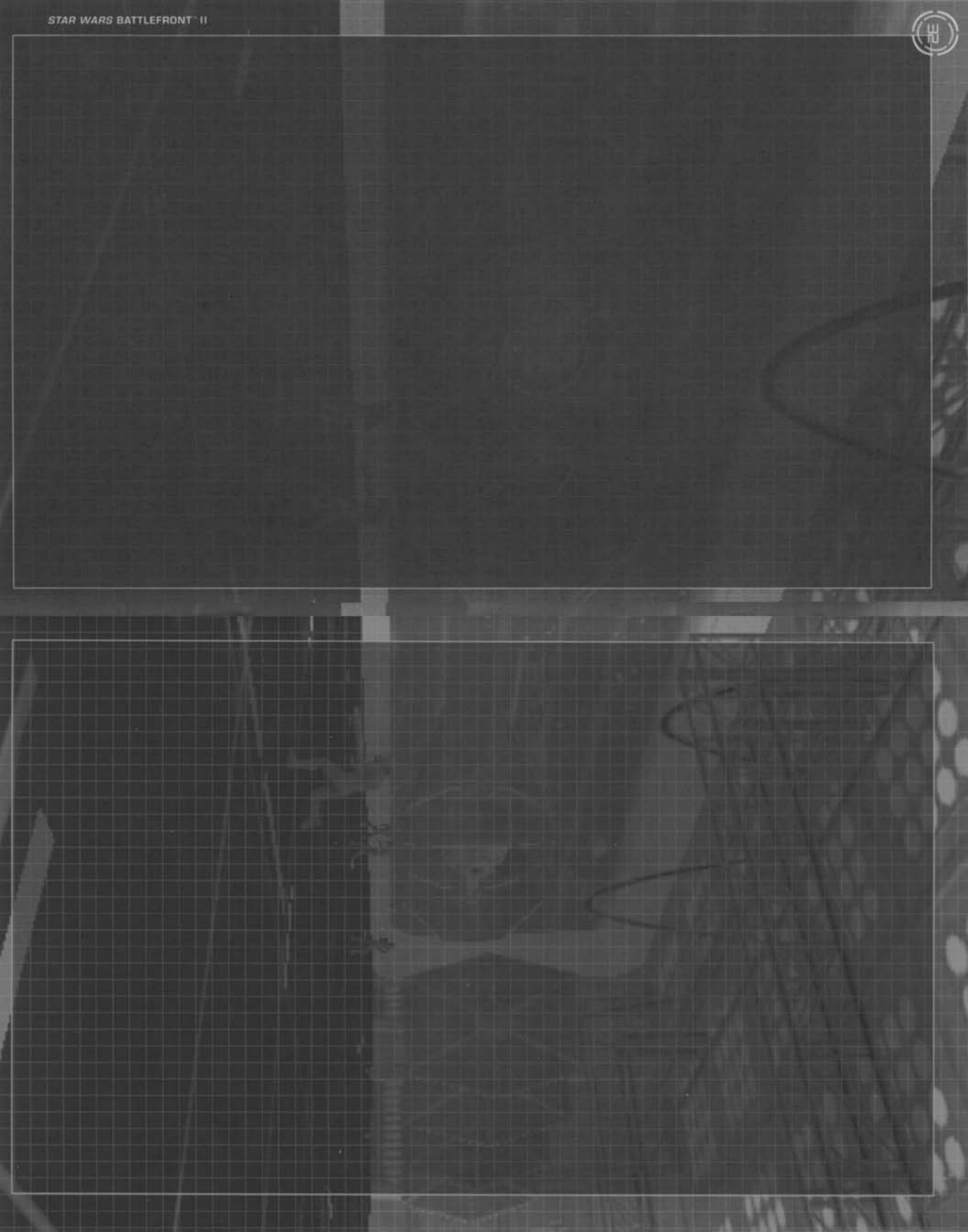
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